

# Sonic

the comic

starring  
**SONIC**  
THE HEDGEHOG™

**FREE!**  
**STC G.A.S.\***  
**TATTOOS!**  
\*GOLD AND SILVER!

FREE GIFT MISSING?  
ALERT YOUR NEWSAGENT NOW!

**BONUS**

**SONIC**  
**& TAILS PIN-UP!**

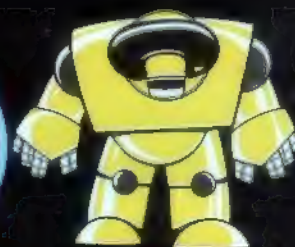
**CATCH**  
**GOLD FEVER!**  
STC'S 50TH  
GLITTERING ISSUE!





# CONTROL

# Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

## Welcome Screen

Hey, Boomers!

It's that time of the year when a young hume's fancy turns to the U.K.'s official Sega comic. Quite right too. This issue sees that heroic hedgehog face some fast and furious action in the first part of **Count Down to Disaster**. The **Shinobi** secret is out in **Power of the Elements!** It's shake 'n' mac time for **Tails ...** And all is far from ship-shape with **Captain Plunder and His Sky Pirates**.

Question: What's 50, is covered in tattoos and has never looked better? No, not the humes-who-think-they're-in-charge (they're definitely not wearing as well!). Why it's your super, Sega-sational **STC** of course! Prepare for gold in a fortnight with our clucking good Easter issue, which also happens to be **STC's 50th Golden Edition!** Some things just get better with age!

*Megadroid*

## SONY PSYGNOSIS COMPO RESULTS!

Mersey mania gripped the office as wannabe liverbirds sent in entries for the competition: **Win A VIP Day in Liverpool**, courtesy of world famous software house Sony Psygnosis (see issue 42). All you had to do was answer the following three questions:-

Q: Who does Flink have to tackle to save his land?  
A: Wizard Wainwright.

Q: Psygnosis has produced many top-selling games over the years. Can you name them (any format)?

A: Lemmings, Puggey, Whiz 'n' Liz (to name but a few).

Q: Name the famous river that flows through Liverpool.

A: The Mersey.

The prize-winning entrants who gave the correct answers were plucked from a cobweb ladened pair of Kenny Delglish's shorts (oh,

ask your mum or your dad!).

### THE WINNER:

**B. Tucker, Reading, Berks.**

- plus a friend/parent will be treated to an all expenses paid VIP Day at Sony Psygnosis headquarters in Liverpool! You'll get to see how games are made and you'll meet the makers of that great adventure game Flink. You'll also be given lunch, refreshments, a goody bag and a special copy of Flink for the Mega Drive. Congratulations!

### 2ND PRIZE WINNERS:

will each receive a copy of Flink for the Mega Drive.

G. Cocker, Filey, Scarborough.  
J. Cooper, Hull, Humberside.  
R. Greaterix, Macclesfield, Cheshire.  
A. Green, Bury St. Edmunds.  
S. Mealing, Werrington, Cheshire.

**A LORRA LORRA RUNNERS-UP:**  
will each receive a full colour Flink poster.

Anon, Bury St. Edmunds.  
A. Atkins, Gillingham, Kent.  
G. Ayris, Kidlington, Oxon.  
C. Bell, Newport, Wales.  
D. Bennett, Stafford, Staffs.  
O. Bilby, Paignton, Devon.  
C. Boxall, Haslemere, Surrey.  
P. Brown, Stoke on Trent, Staffs.  
G. Carmichael, Glasgow, Scotland.  
H. Caffyn, Littlehampton, Sussex.  
H. Dannalt, Mold, Wales.  
L. Dickinson, Batley, W Yorks.  
I. Oivers, Glasgow, Scotland.  
J. Dobinson, Kirkby, Liverpool.  
R. Duckworth, Burnley, Lancs.  
T. Ellis, Cloucester, Glos.  
P. Fallor, Haxby, Yorks.  
J.P. Gill, Wallasey, Merseyside.  
A. Glennan, Bradford, W Yorks.  
C. Green, Bury St Ed., Suffolk.  
S. Griggs-Treverthen, Devon.  
D. Gulle, Leeds, W Yorks.  
B. Helling, Putnoe, Bedford.  
O. Harris, Wokingham, Berks.  
J. Hloks, Braintree, Essex.

J. Holland, Burnley, Lancs.  
J. House, Pontypool, Wales.  
R. Irwin, Co. Limerick, Ireland.  
C. Jones, Formby, Merseyside.  
J. Kelly, Beckenham, Kent.  
J. King, Binley Woods, Coventry.  
D. Law, Holt Heath, Worcs.  
D. Longley, Doncaster, S Yorks.  
O. Lyons, Aylesbury, Bucks.  
P. Mangon, Dublin, Ireland.  
A. Mather, Slough, Leics.  
J. Payne, Eastbourne, E Sussex.  
D. Potter, Littleover, Derby.  
I. Petch, Driffield, York.  
A. Scorney, Leyland, Preston.  
D. Sigley, Crews, Cheshire.  
A. Sim, Aberdeen, Scotland.  
R. Skuse, Hartcliffe, Bristol.  
D. Smart, Douglas, Isle of Man.  
J. Speak, Drighlington, Nr Bradford.  
J. Stokes, Eirth, Kent.  
L. Sullivan, Batley, W Yorks.  
A. Wilson, Nuneaton, Warks.  
C. White, Aberdeen, Scotland.  
T. Woods, Tolnes, Devon.

Congratulations and watch out for further megastatic competitions in future issues of **STC**.

## The Sega Charts

All the chart action for all the Sega systems  
- in every issue of **STC**.

up down non  
re-entry new mover



### MEGA DRIVE

- 1 — FIFA SOCCER '95
- 2 — MICRO MACHINES 2
- 3 — THE LION KING
- 4 RE SONIC & KNUCKLES
- 5 — PGA TOUR GOLF 3
- 6 — CANNON FODDER
- 7 RE URBAN STRIKE
- 8 — ETERNAL CHAMPIONS
- 9 RE MICRO MACHINES
- 10 — JIMMY WHITE'S WHIRLWIND SHOOTER

### MEGA-CD

- 1 NEW SPIDER-MAN U KINGPIN
- 2 — FIFA INTERNATIONAL SOCCER
- 3 — WWF RAGE IN THE CAGE
- 4 RE SONIC CD
- 5 — REBEL ASSAULT
- 6 — NOVA STORM
- 7 — ECCO THE DOLPHIN
- 8 RE PRINCE OF PERSIA
- 9 NEW SNATCHER
- 10 — THUNDERHAWK

### MASTER SYSTEM

- 1 — DONALD DUCK
- 2 — SONIC CHAOS
- 3 — DESERT SPEED TRAP
- 4 — ROBOCOP V TERMINATOR
- 5 — DESERT STRIKE
- 6 — SONIC THE HEDGEHOG 2
- 7 — THE LION KING
- 8 — JUNGLE BOOK
- 9 RE PGA TOUR GOLF
- 10 — COOL SPOT

### GAME GEAR

- 1 — SONIC THE HEDGEHOG 2
- 2 — SONIC CHAOS
- 3 — THE LION KING
- 4 NEW JAMES BOND 2 - ROBOCOP
- 5 — SUPER OFF ROAD
- 6 — WORLD CLASS LEADERBOARD
- 7 — TAZ-MANIA
- 8 RE BATMAN RETURNS
- 9 NEW MORTAL KOMBAT 2
- 10 RE POWER RANGERS

- **Managing Editor:** Richard Burton
- **Editor:** Deborah Tate
- **Designer:** Gary Knight
- **Assistant Editor:** Audrey Wong
- **Covers:** Nigel Kitching
- **Publisher:** Rob McManamy

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# SONIC

THE HEDGEHOG

## Count Down to Disaster

PART 2

Script:  
NIGEL KITCHING  
Art:  
RICHARD ELSON  
Lettering:  
ELLIE de' VILLE

THE FLOATING ISLAND,  
SOMEWHERE ABOVE MOBIUS.

INSIDE KNUCKLE'S EMERALD CHAMBER  
THERE'S AN UNINVITED GUEST!

I DON'T GET  
IT, SONIC! THAT  
BADNIK LOOKS  
LIKE YOU!

I AM METALLIX...  
THE METAL SONIC! I HAVE  
COME FOR THE MASTER  
EMERALD!

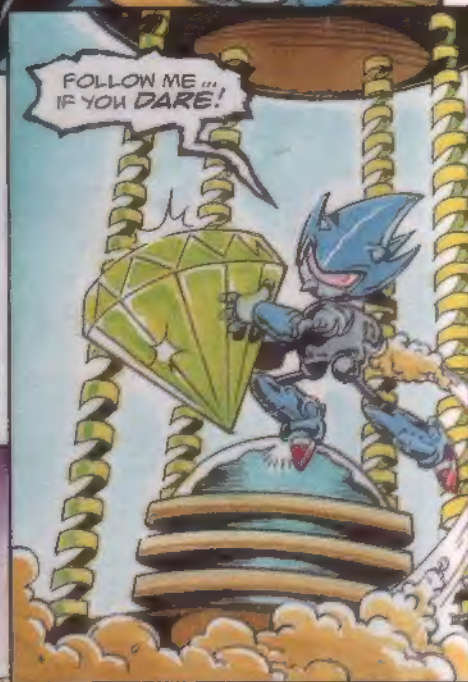


THIS  
MAKES NO  
SENSE! THAT  
SCRAPHEAP IS  
SUPPOSED  
TO BE  
DEAD!

I THINK YOU  
FORGOT TO TELL  
HIM THAT!

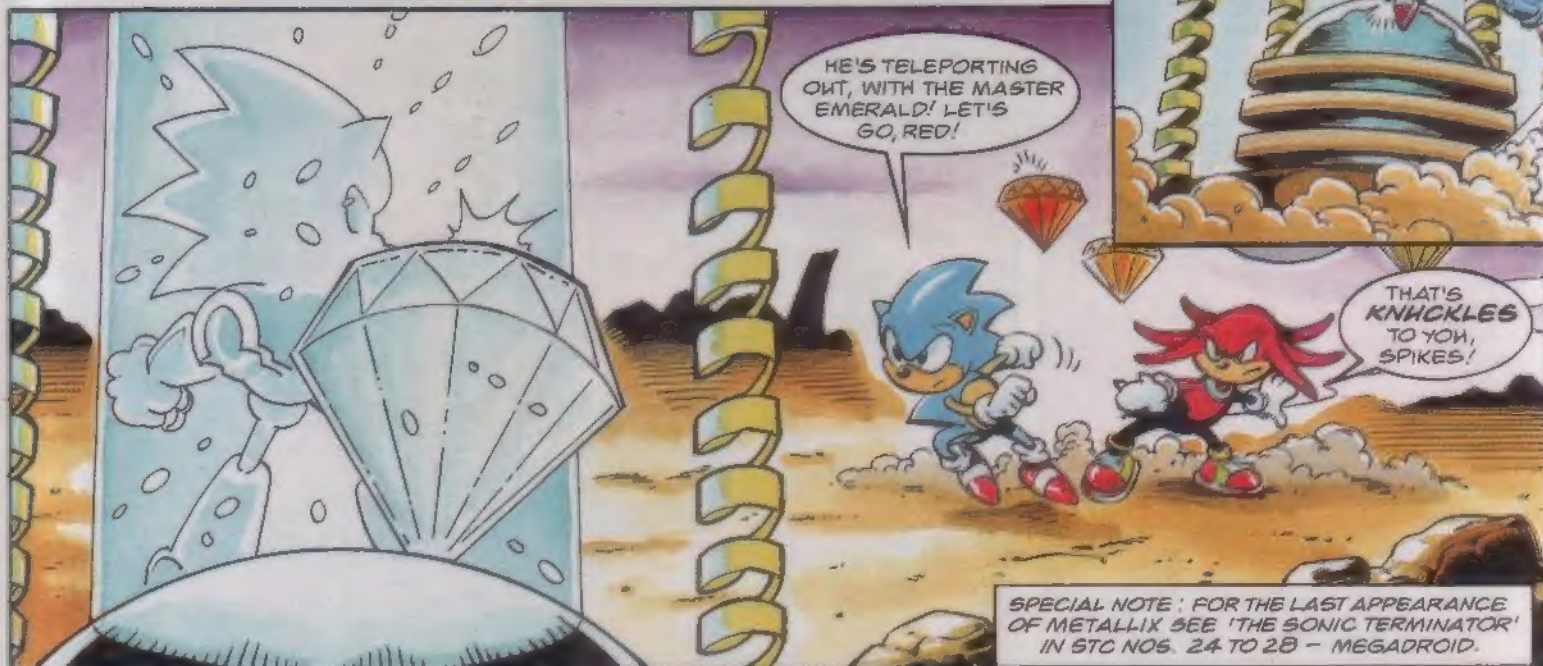


FOLLOW ME...  
IF YOU DARE!



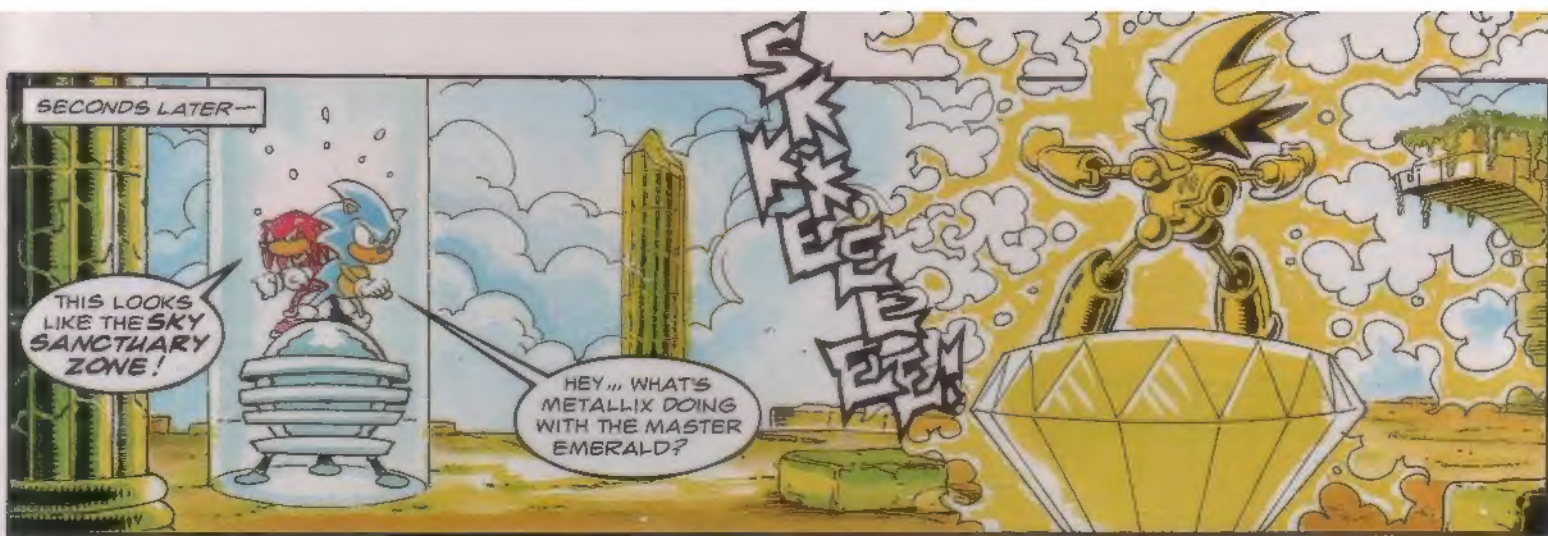
HE'S TELEPORTING  
OUT, WITH THE MASTER  
EMERALD! LET'S  
GO, RED!

THAT'S  
KNUCKLES  
TO YOU,  
SPIKES!



SPECIAL NOTE: FOR THE LAST APPEARANCE  
OF METALLIX SEE 'THE SONIC TERMINATOR'  
IN STC NOS. 24 TO 28 - MEGADROID.

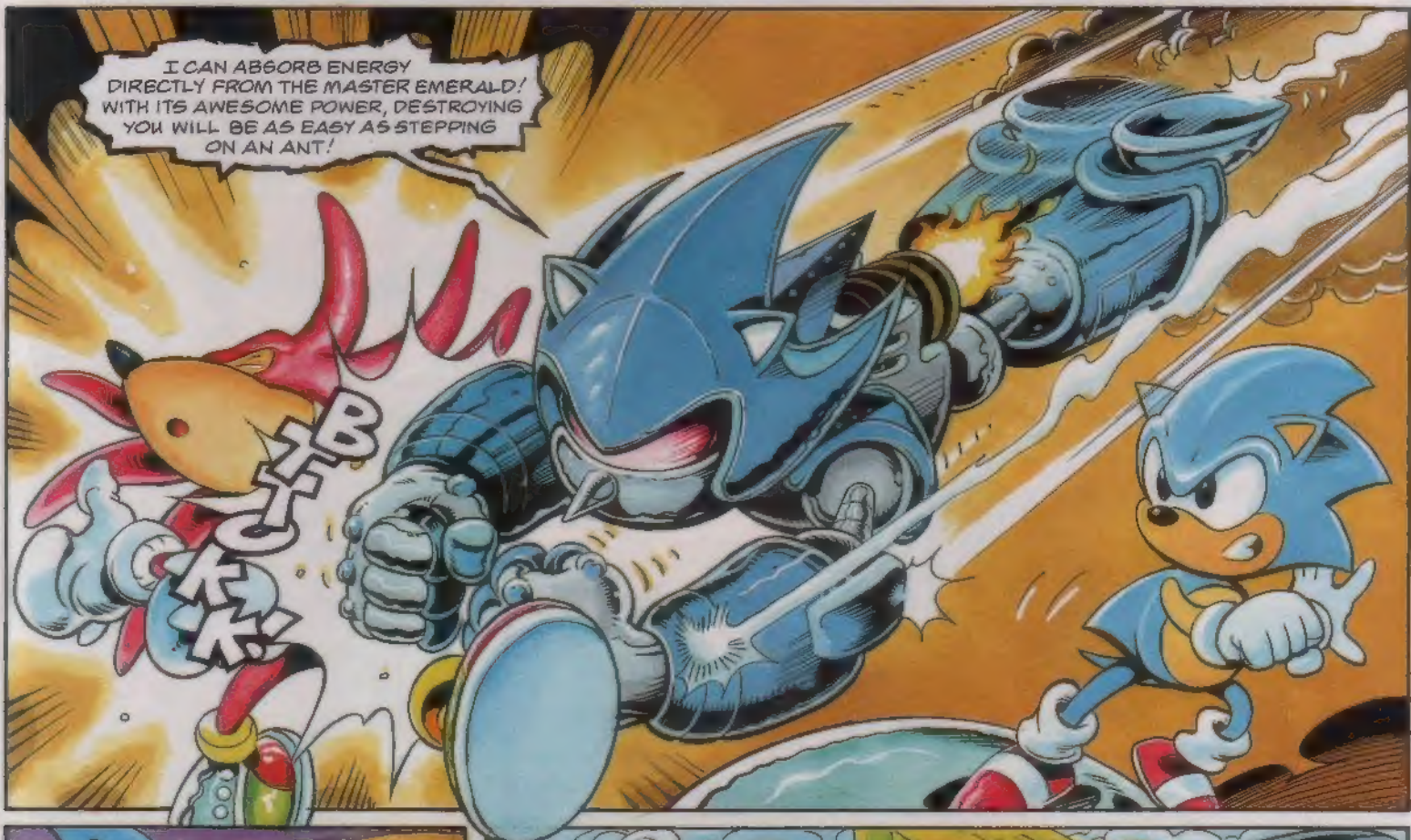




SECONDS LATER--

THIS LOOKS LIKE THE SKY SANCTUARY ZONE!

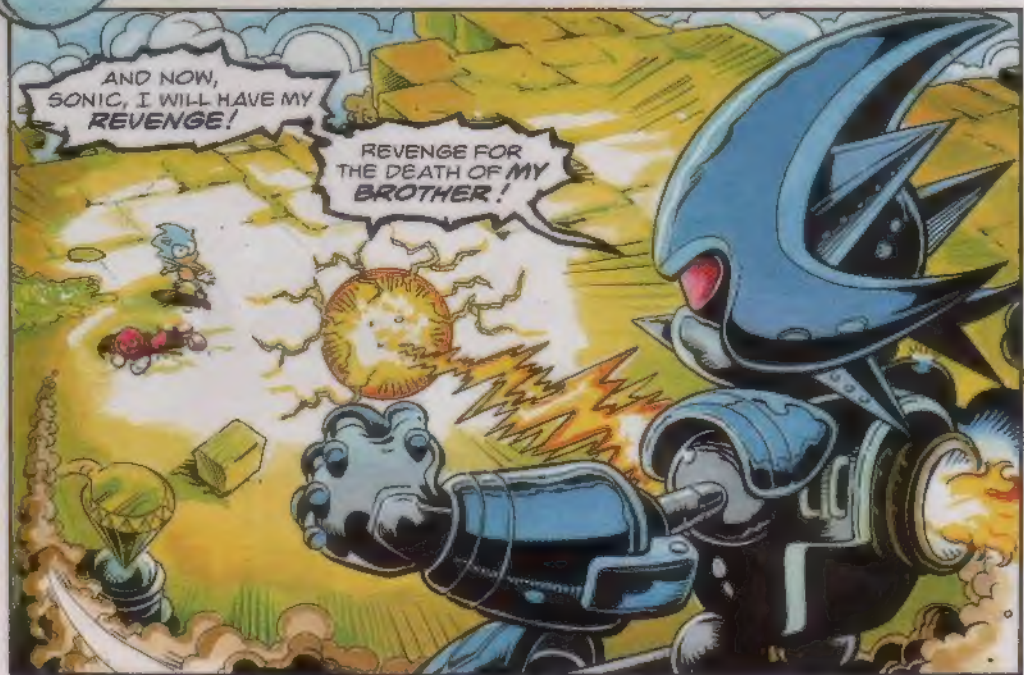
HEY... WHAT'S METALLIX DOING WITH THE MASTER EMERALD?



I CAN ABSORB ENERGY DIRECTLY FROM THE MASTER EMERALD! WITH ITS AWESOME POWER, DESTROYING YOU WILL BE AS EASY AS STEPPING ON AN ANT!



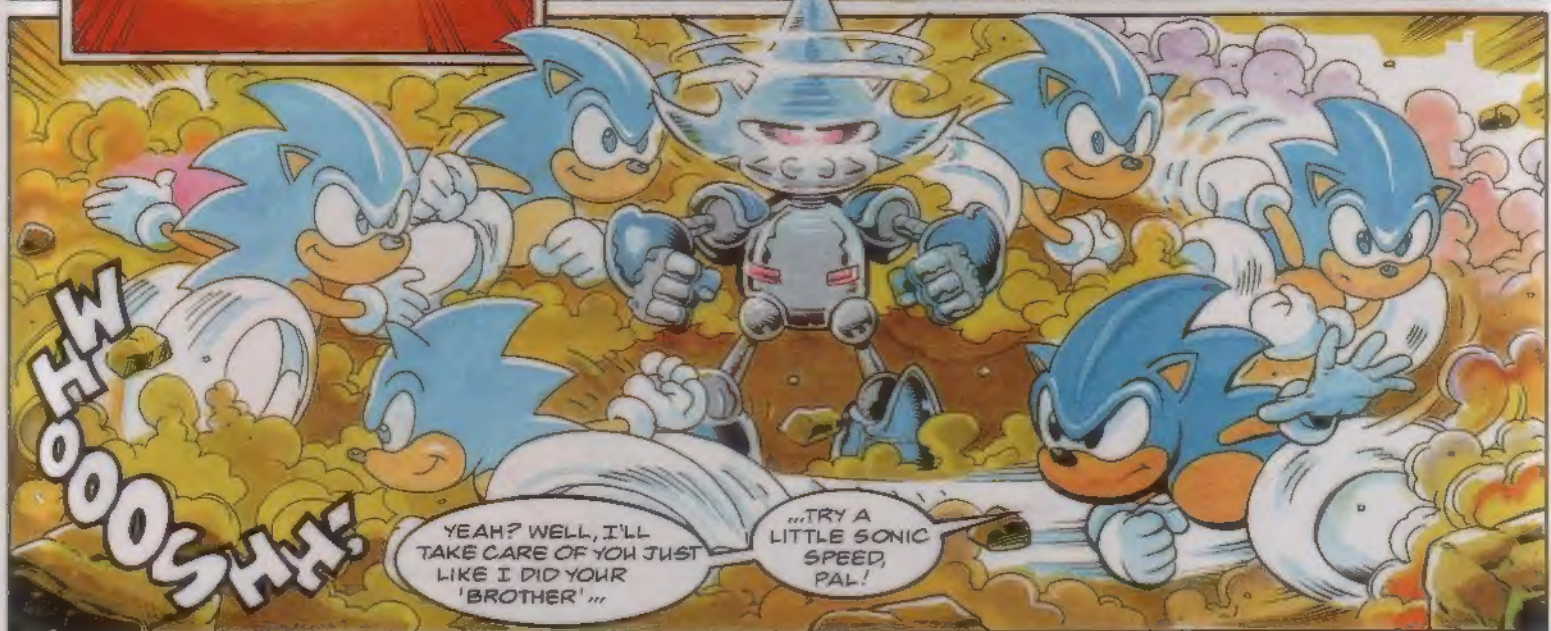
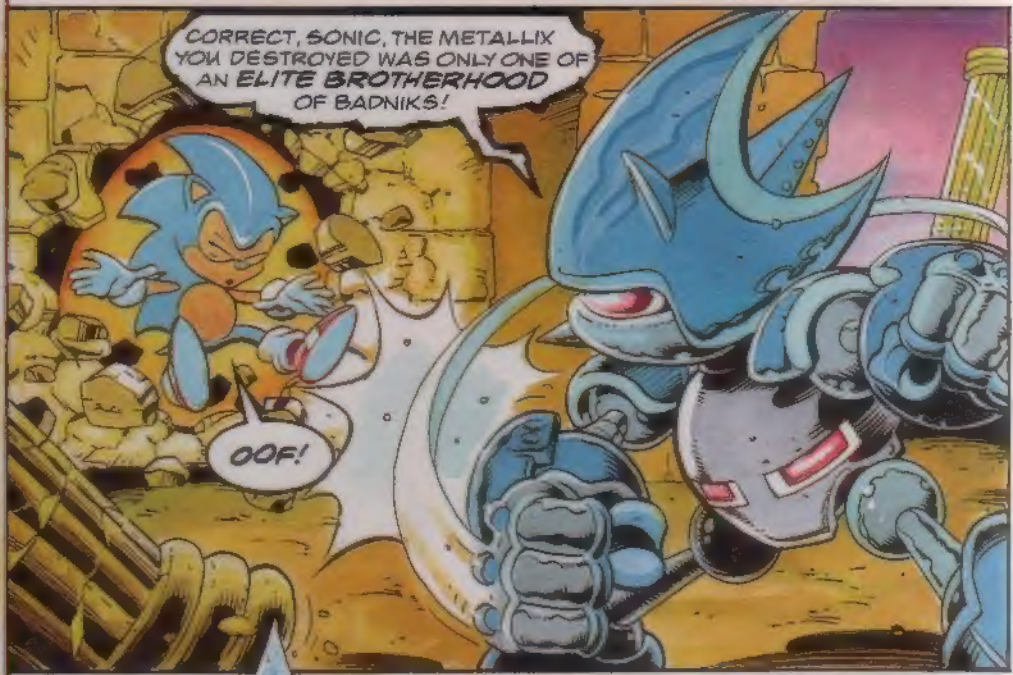
METALLIX ISN'T KIDDING AROUND... KNUCKLES IS OUT COLD!



AND NOW, SONIC, I WILL HAVE MY REVENGE!

REVENGE FOR THE DEATH OF MY BROTHER!

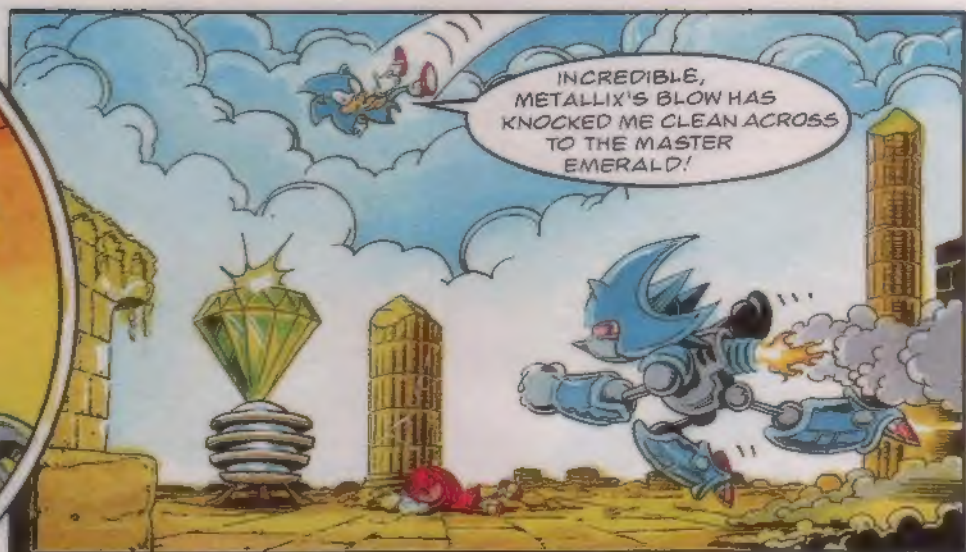








ENERGY LEVEL  
RUNNING AT 15%. I MUST  
RETURN TO THE MASTER  
EMERALD FOR  
RECHARGING!



INCREDIBLE,  
METALLIX'S BLOW HAS  
KNOCKED ME CLEAN ACROSS  
TO THE MASTER  
EMERALD!



WATCH THIS,  
BUDDY! YOU'RE NOT  
THE ONLY ONE WHO CAN  
GET A BUZZ OFF  
THIS THING!



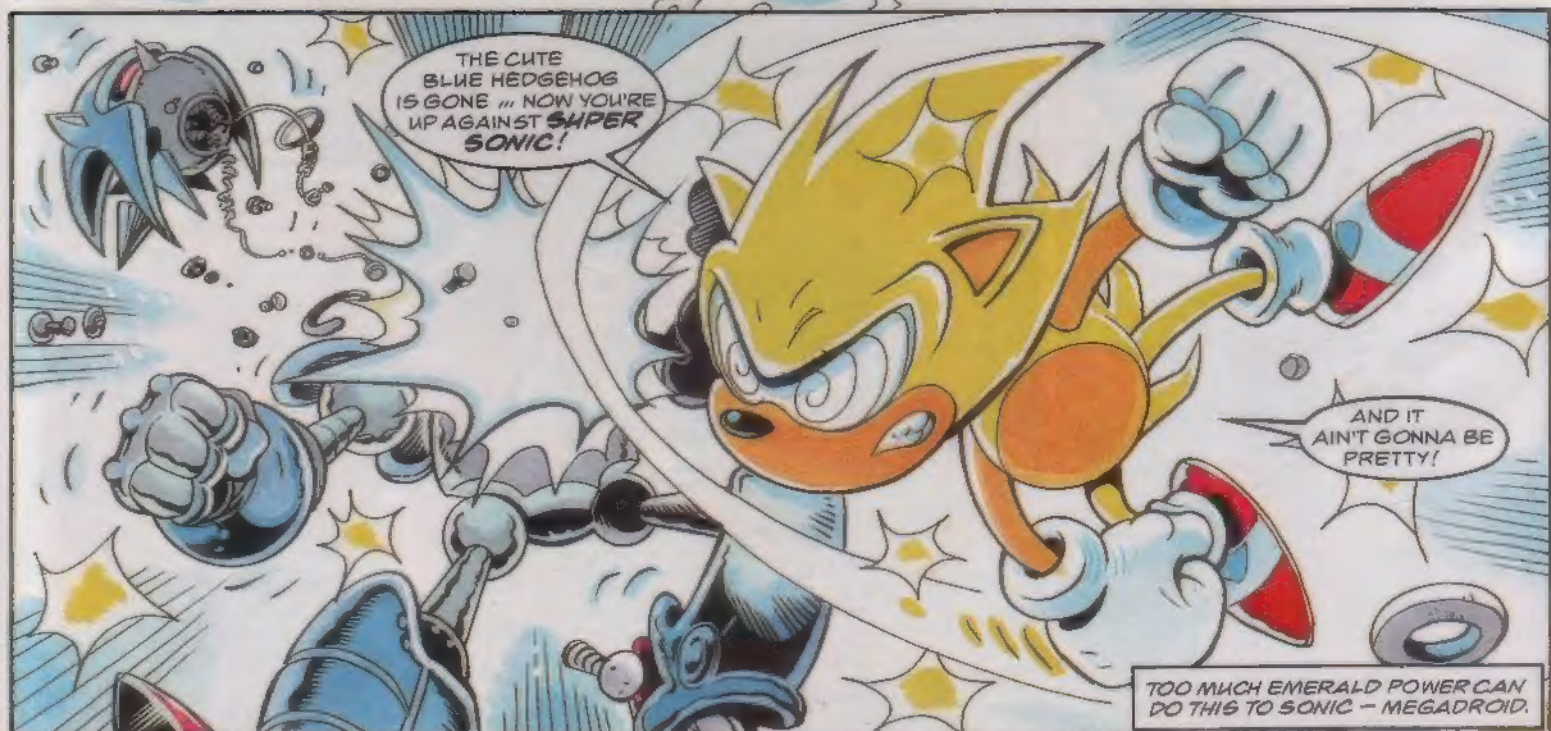
SKREEE



SKRAK!

BBZZZKK!  
20% SYSTEMS  
FAILURE!

BETTER  
MAKE THAT 100%  
YOU CHROME-PLATED  
**SCHZ-BUCKET!**



THE CUTE  
BLUE HEDGEHOG  
IS GONE ... NOW YOU'RE  
UP AGAINST **SUPER  
SONIC!**

AND IT  
AIN'T GONNA BE  
PRETTY!

TOO MUCH EMERALD POWER CAN  
DO THIS TO SONIC - MEGADROID.



MEANWHILE, ON THE DEATH EGG.

I DON'T KNOW  
HOW TO TELL YOU THIS,  
GREAT ROBOTNIK... BUT WE'VE  
LOST CONTACT WITH  
METALLIX!

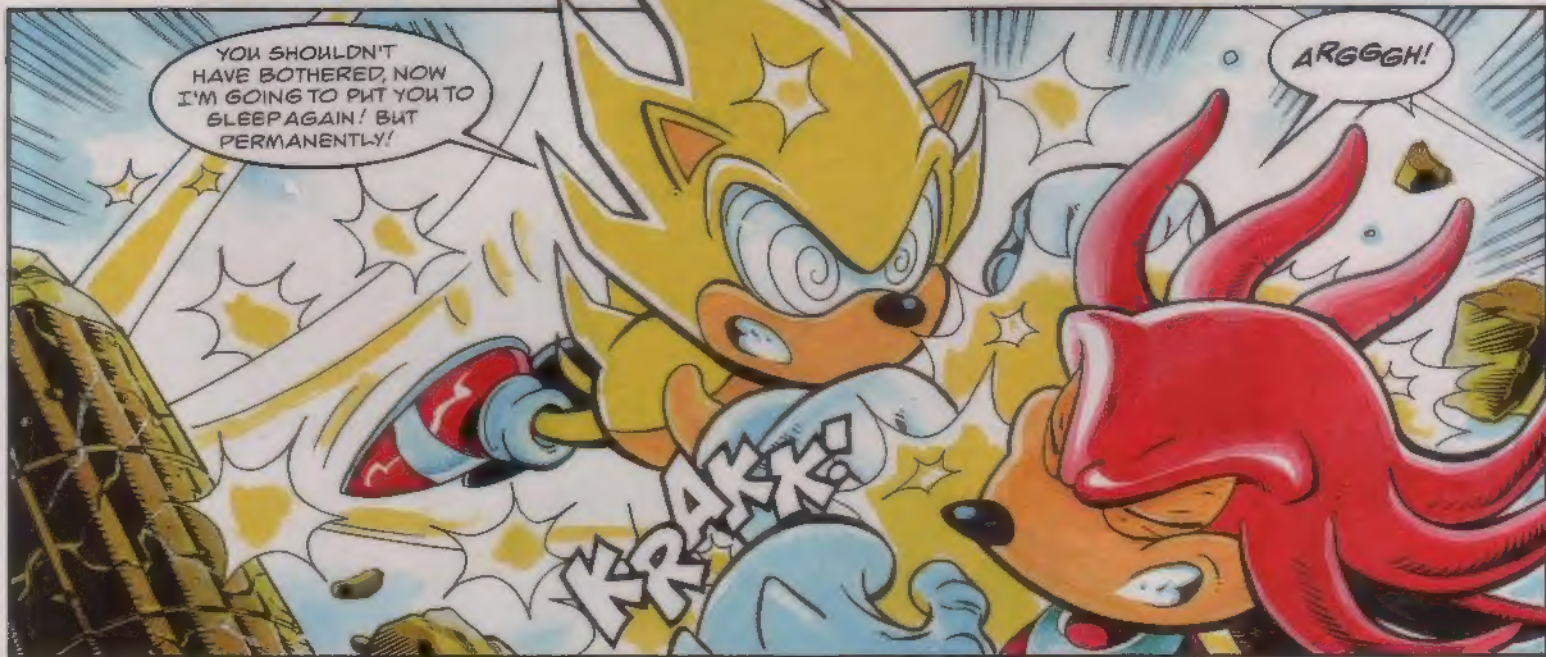
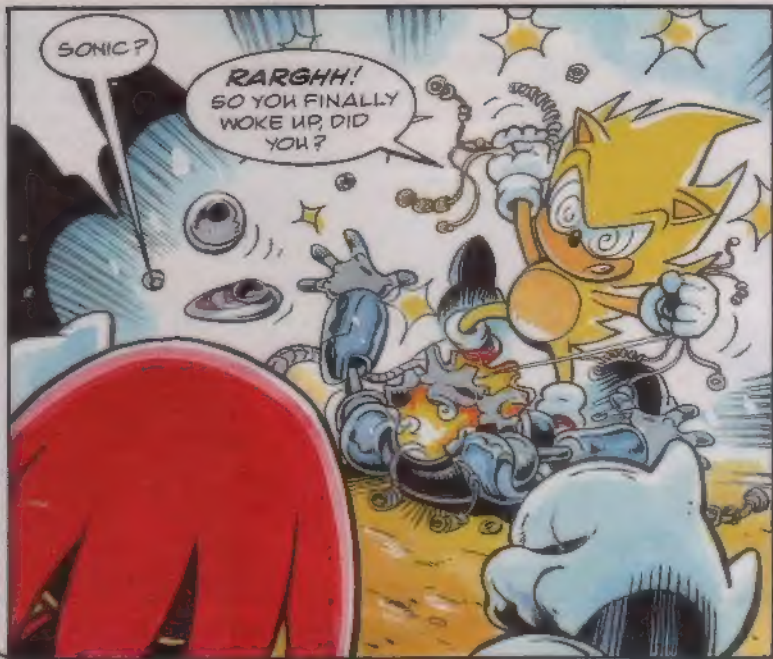
WHAT DO  
YOU MEAN, GRIMER?  
YOU SNIVELLING  
INCOMPETENT!

I SHOULD NEVER  
HAVE ALLOWED METALLIX  
TO BATTLE THAT ACCURSED HEDGE-  
HOG... I SHOULD HAVE MADE HIM  
BRING THE MASTER EMERALD  
STRAIGHT TO ME!

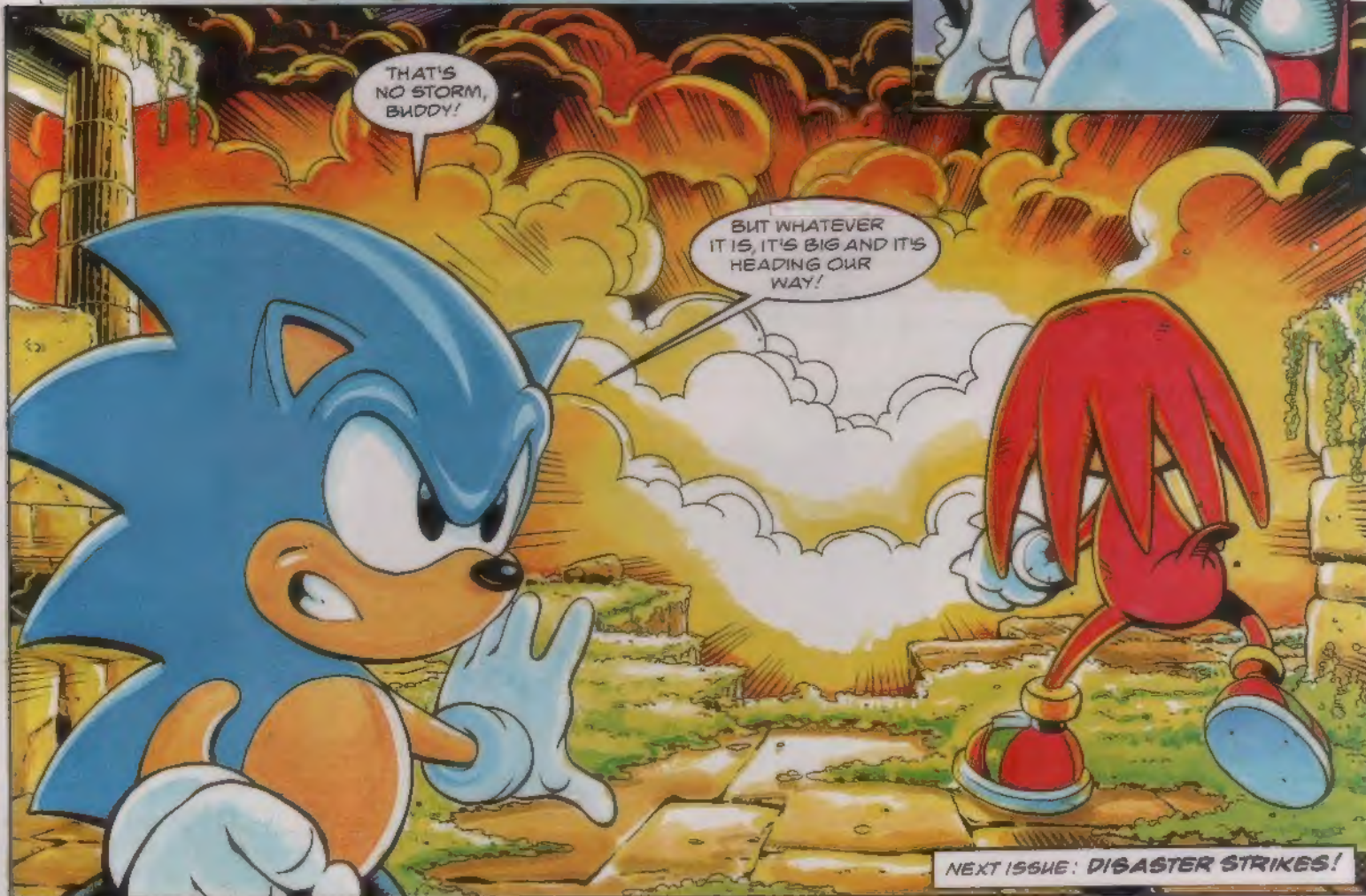
DO SOMETHING,  
GRIMER! WITHOUT THE  
MASTER EMERALD WE CAN  
NEVER HOPE TO LAUNCH  
THE DEATH EGG!

WE'RE IN LUCK,  
DOCTOR ROBOTNIK! THE  
MASTER EMERALD APPEARS  
TO HAVE ALREADY BEEN PLACED  
ON THE TELEPORTER  
DEVICE...











# REVIEW

# Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems.

Reviewers:

Jenny Fromer & David Gibbon

## NBA JAM TOURNAMENT EDITION



Mega Drive

game type: SPORTS  
1-4 PLAYERS



NBA Jam was one of the most successful games of last year selling over four million copies. NBA Jam Tournament Edition is similar to the original, but includes a number

of enhancements that make this a worthy sequel.

For starters you get nine additional dunks. Dunks (no, it's not rude!) for those who don't know, occur when the player leaps higher than your average high jumper, and performs a spectacular move before slamming the ball into the basket. The cameras are still there to take a picture during those flashy moments! The running commentary remains clear and includes many more phrases. In fact, the game hardly goes by a second without something being said!

NBA Jam Tournament Edition features twice the number of NBA players plus 'secret characters' which can only be used with a special cheat. This adds to the fun and overall life span of the game. The animation is much more slick than the original and brand new features include a complete NBA tournament, Hot Spots and Super Jam Power-Ups. Hot Spots appear at random times in the arena and when a player shoots while standing on one, they can gain up to five extra bonus points. Power-Ups, as in a platform game, appear as

### RATING SYSTEM

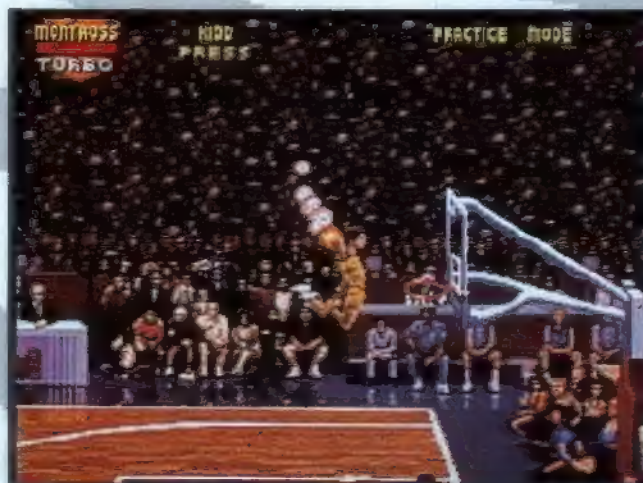
under 40% = Yawnsville  
40 - 70% = Normalsville

70 - 80% = Fun City  
80 - 90% = Big Time City  
Over 90% = Mega City



collectables to improve your performance and range from increasing your speed to giving you bombs which are handy for flattening everyone on court!

NBA Jam Tournament Edition has all-round improvements, new features and increased excitement. If you have an adaptor you can use the four-player option, but the two-player mode is still there making gameplay more fun. The perfect excuse to get your pals round for a jamming session! - DG



### FAST FAX

PUBLISHER	PRICE
ACCLAIM	£49.99

### GRAPHICS

.....92

### SOUND

.....90

### PLAYABILITY

.....93

### RAVES

Best basketball game available!

### GRAVES

Basically same as the original.

## OVERALL 91%



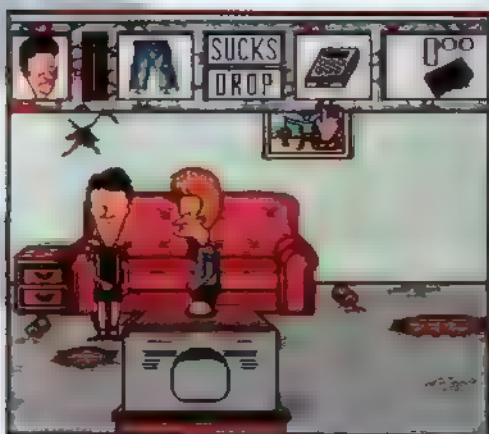
# BEAVIS AND BUTT-HEAD



Mega Drive

game type: ACTION ADVENTURE  
1-2 PLAYERS

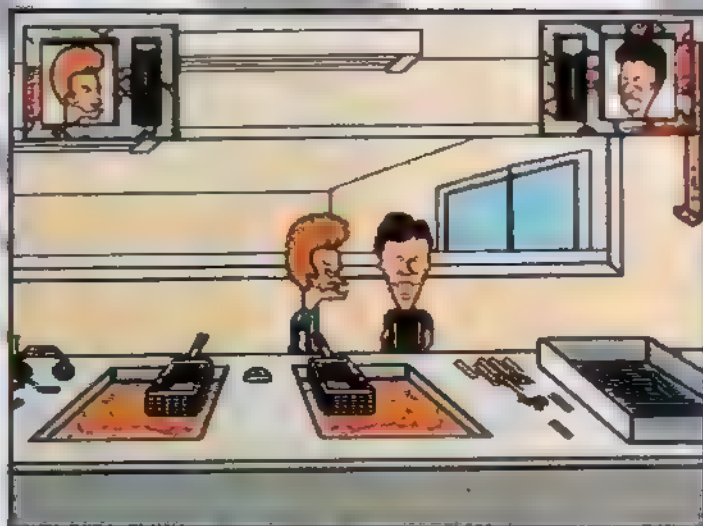
CHECK RATING BEFORE YOU BUY



Beavis and Butt-Head, stars of MTV's cult cartoon, have come to the Mega Drive and brought their air guitars with them. As fans of the show will know, the un-dynamic duo

exist to hang out in the suburban world of shopping malls and burger joints. In this adventure the pair have major problems as the neighbour's pooch has chewed their tickets to see the most excellent GWAR in concert. As Beavis, Butt-Head or both you must find the nine ticket pieces.

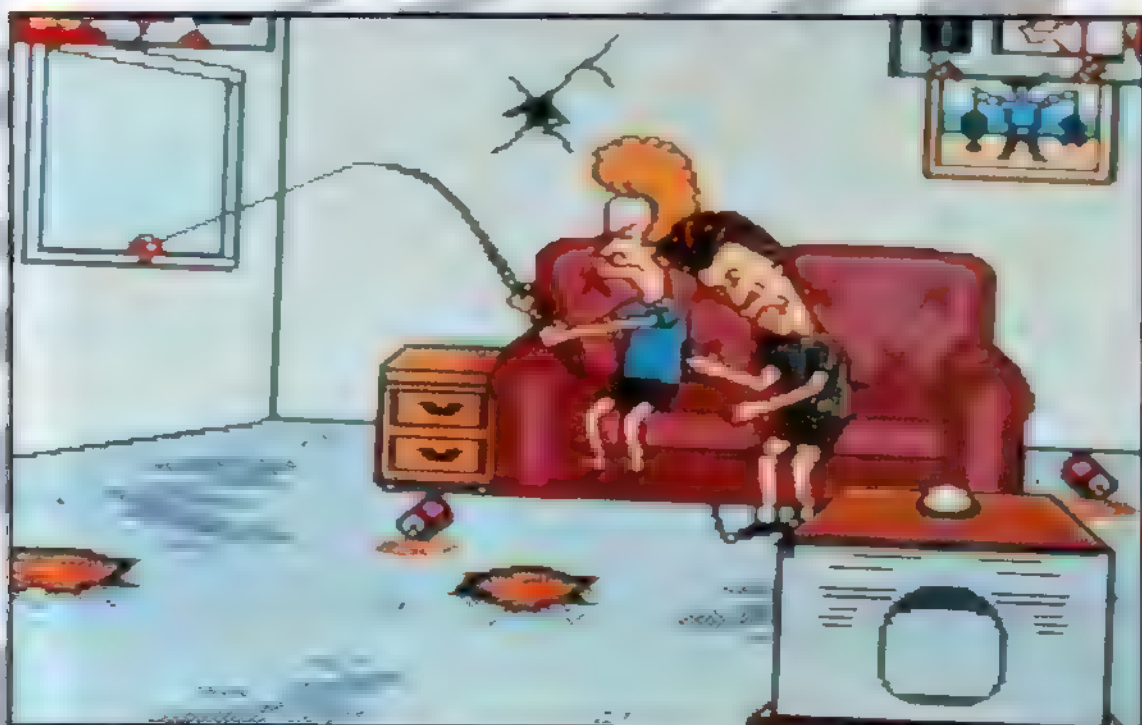
Playing **Beavis and Butt-Head** is much like watching the cartoon. The basic line drawings have been carefully reproduced and there are a range of familiar sound-bites. The game itself is basically a side-on view role-playing adventure. Beavis and Butt-Head begin with their own built-in weapons (less said here the better) which they



later replace with more serious hardware. Your search takes you over six locations, accessible only by channel-surfing, and winds up at the GWAR concert.

The best thing about **Beavis and Butt-Head** is the puzzle element which forces you to think as they do. A good tip to follow is not to do the expected, just the most disgusting thing. For instance, there is a use for the dead rat! The two player mode is by far the most fun as both characters can easily be operated simultaneously and they work well as a team. Sensibly there is a password option which keeps the game flowing.

On the down side, the game is just a bit too short. Experienced game-players should get through this fairly quickly and everyone will get a bit frustrated with constantly returning to the same places. That said, after I stopped being "grossed out" by the characters, I found that **Beavis and Butt-Head** was a serious challenge which kept me interested throughout. JF



**FAST-AX**

PUBLISHER	PRICE
VIACOM	TBA

**GRAPHICS**

84

**SOUND**

**PLAYABILITY**

**RAVES** : **GRAVES**

Cool icon. : Toxic icon.

**OVERALL** **83%**



**S.T.C.**

Star  
Pin-Up

**SONIC  
AND  
TAILS!**





# Shinobi

Volume 1, Issue 1



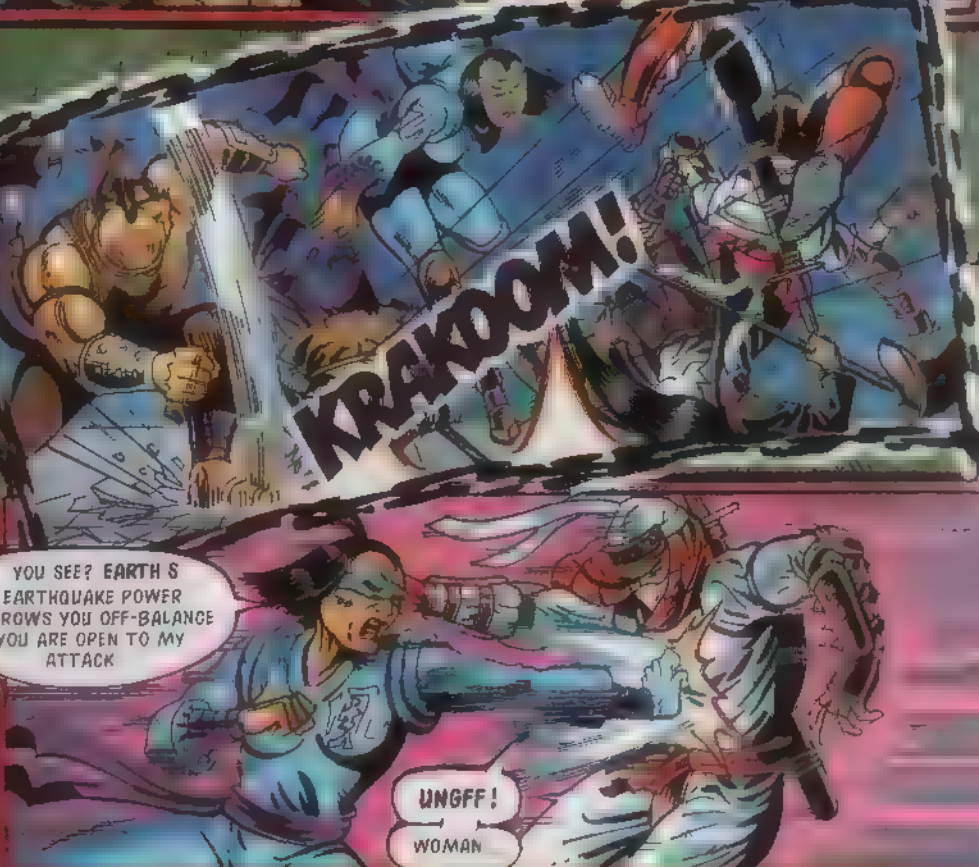
JOE MUSASHI, THE SHINOBI, HAS JOINED FORCES WITH THE ROOF-WORLDPERS, THE DESTITUTE WHO LIVE ON THE ROOFTOPS OF TOKYO TO DEFEAT THE INVADING YAKUZA, LED BY HIS DEADLY ENEMIES, THE FOUR ELEMENTS

SO, MUSASHI YOU HAVE FOUND NEW ALLIES IT WILL DO YOU NO GOOD YOL AND THE OLD MAN ARE HOPELESSLY OUTNUMBERED

YOU CANNOT HOPE TO PREVAIL AGAINST THE POWER OF THE ELEMENTS, WORKING IN HARMONY



YOU SEE? EARTH'S EARTHQUAKE POWER THROWS YOU OFF-BALANCE YOU ARE OPEN TO MY ATTACK



UNGFF!  
WOMAN





KIIIAAA!

KINNGG!

WHAPP!

AOHHH!



POWER OF THE MOUNTAINS  
THE OLD MAN... IT  
HARDLY SEEMS FAIR.

I AGREE

YOUR CLUMSY ATTACKS, EVEN  
YOUR FANCY POWERS, CANNOT  
HARM ME  
HOWEVER.

YOU LEAVE YOUR  
ACUPRESSURE POINTS  
OPEN TO MY ATTACK!

WHAT HAVE YOU  
DONE TO HIM  
OLD MAN?

I SIMPLY BLOCKED ONE OF  
HIS NERVE PATHWAYS SIMPLE  
TO REMEDY IF YOU HAVE  
THE KNOWLEDGE

THEN  
REMEDY  
HIM

OR YOU WILL SUFFER  
PAIN LIKE NO MAN HAS  
EVER SUFFERED





YOU ARE A WORTHY FOE, MUSASHI.  
I GIVE YOU THIS ONE CHANCE.

RETURN WITH US AND ANSWER  
"YABUN" MITSUGI'S QUESTIONS  
AND WE WILL LET THE ROOF  
WORLDERS GO IN PEACE

NEVER

\*YAKUZA TERM FOR BOSS MEGADROG



SO BE IT.

THWAP!



WHFFF!

FOOL, MINE  
IS THE POWER  
OF THE EARTH



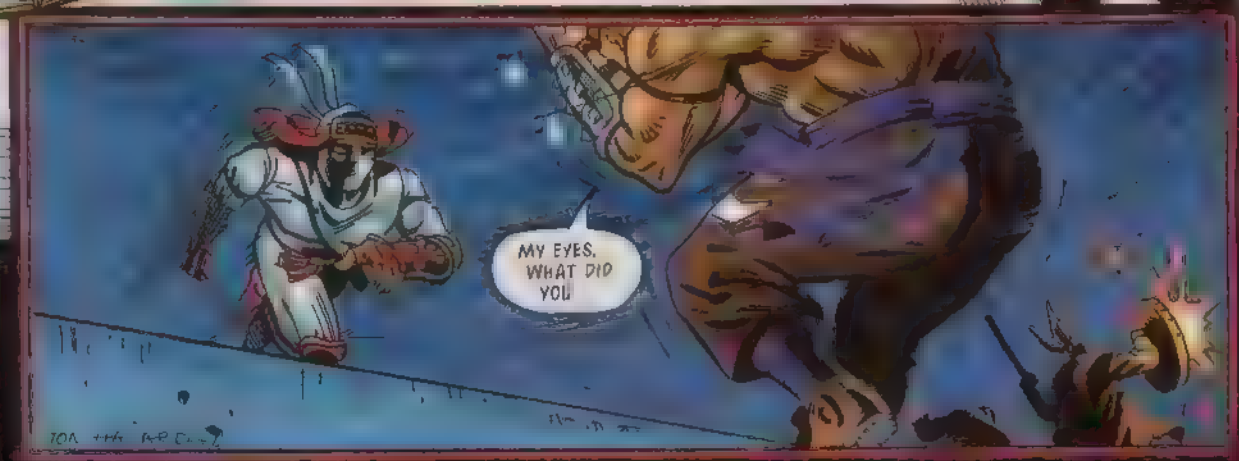
YOU CANNOT MOVE  
ME ANY MORE THAN  
YOU CAN MOVE A  
MOUNTAIN.



THERE IS MORE  
THAN ONE WAY  
TO MOVE A  
MOUNTAIN!

AHHKK!

PFEET!



MY EYES,  
WHAT DID YOU



A HUMBLE MAGNESIUM PELLET  
ONE ELEMENT TO FIGHT ANOTHER!

**WHAKK!**

YOU INSECT!  
I'LL KILL YOU  
FOR THIS!

YAAAAA—

**THOOM!**

FALL BACK!  
FALL BACK!

BACK TO  
THE MITSUBI  
CASINO.

EEARGH!

KOTOMI-SENSEI!

NEXT PAGE: A BATTLE JOINED.



# Graphic Zone

Here's a selection of egg-cellent Easter drawings. Each artist: Booter will receive an original Sonic badge, first seen in *STC* issue 2.

How d'you like your eggs? Beaten or scrambled?



Hard-boiled Hedgehog!



Adam Gato, Bolton, Cleveland, MA/MA: owner. Sonic Badge Winner.

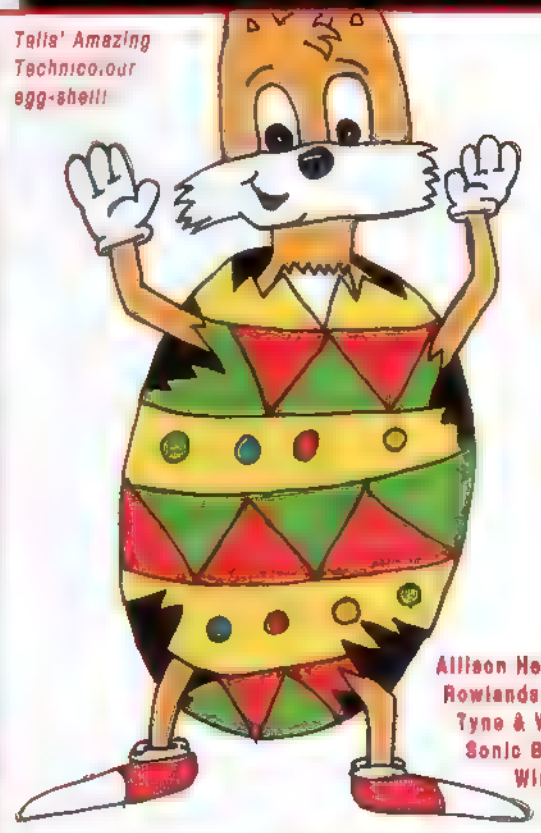
Ann: Please send some egg-cellent details. Sonic Badge Winner.

Two eggs are better than one.



Buster Dutton-Lines, Hemel Hempstead, Herts. Sonic Badge Winner.

Talia's Amazing Technico, our egg-shell!



Allison Hedley, Rowlands Gill, Tyne & Wear, Sonic Badge Winner.



.. And they  
all mine!



Hannah Jones, Bicester,  
Oxon. MD owner.  
Sonic Badge Winner.

The Easter Bunny



Adam Nash Torquay, Devon. MS owner.  
Sonic Badge Winner.

Rotten egg!



Kieran Robert Slack,  
Bath, Avon.  
GG/MD owner  
Sonic Badge Winner.



# Tails ZONERUNNER

## & THE BIG FREEZE PART 3



Script:  
MARK EYLES

Art:  
ROBERTO CORONA  
& BRIAN WILLIAMSON

Lettering:  
STEVE POTTER

DEEP BENEATH THE CHEMICAL PLANT ZONE TAILS HAS JUST BEEN REUNITED WITH SAB, THE LEADER OF THE FLOCK

YOU TRIED TO KILL US, SOL. I SAW YOU OUTSIDE OUR HEADQUARTERS WHEN THE BOMB WENT OFF. I THOUGHT IT HAD KILLED YOU

THAT BOMB WAS NOTHING TO DO WITH ME. SAB WOULD HAVE BEEN NEAR THE PLACE IF I'D KNOWN ABOUT IT.

WHAT CAN I SAY? I WAS COMING TO REJOIN THE FLOCK. I'M NOT GONNA WORK FOR NUTZAN BOLT ANY MORE

WHAT DO YOU THINK, ZONERUNNER? YOU'RE A SHREWD JUDGE OF CHARACTER

HUH? I AM? OH YES, WELL, I'D BELIEVE HIM

THAT'S GOOD ENOUGH FOR ME, ZONERUNNER. WELCOME BACK, SOL

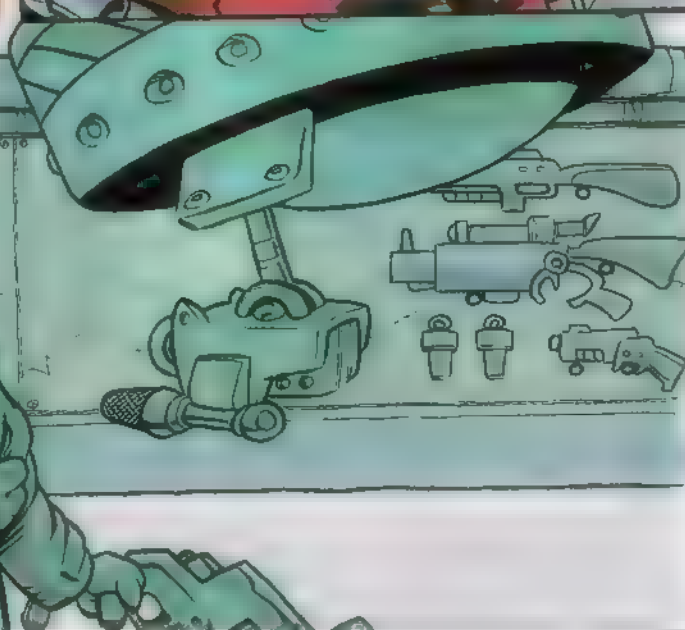
GOOD TO BE BACK, SAB. NOW HOW DID YOU ESCAPE FROM THAT BOMB?

CAN'T YOU JUST CALL ME TAILS?

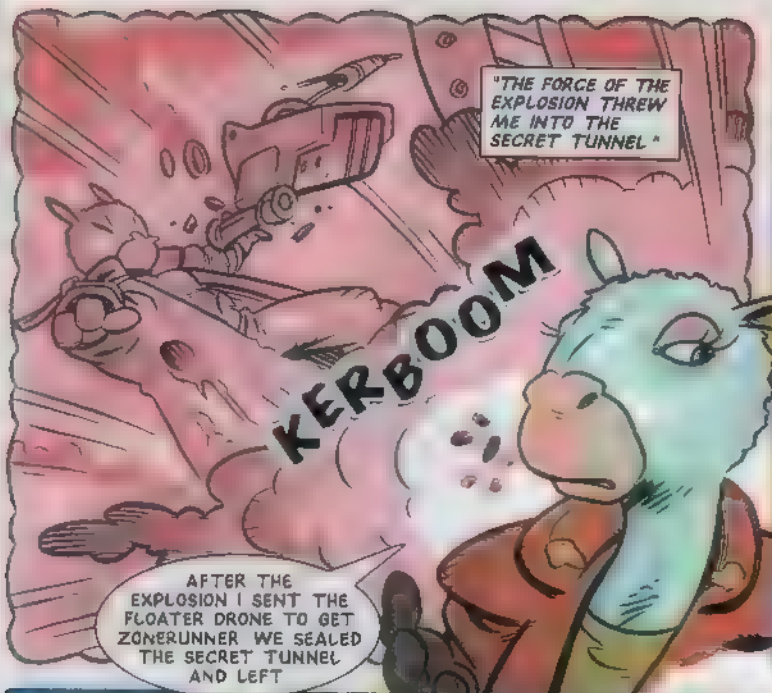
"I WAS PROGRAMMING THE FLOATER DRONE TO COLLECT ZONERUNNER, SOL. THE REST OF THE FLOCK WERE ALREADY IN A SECRET TUNNEL."

HURRY UP, SAB

ZONERUNNER, I'VE PROGRAMMED THIS FLOATER DRONE TO COME AND GET YOU





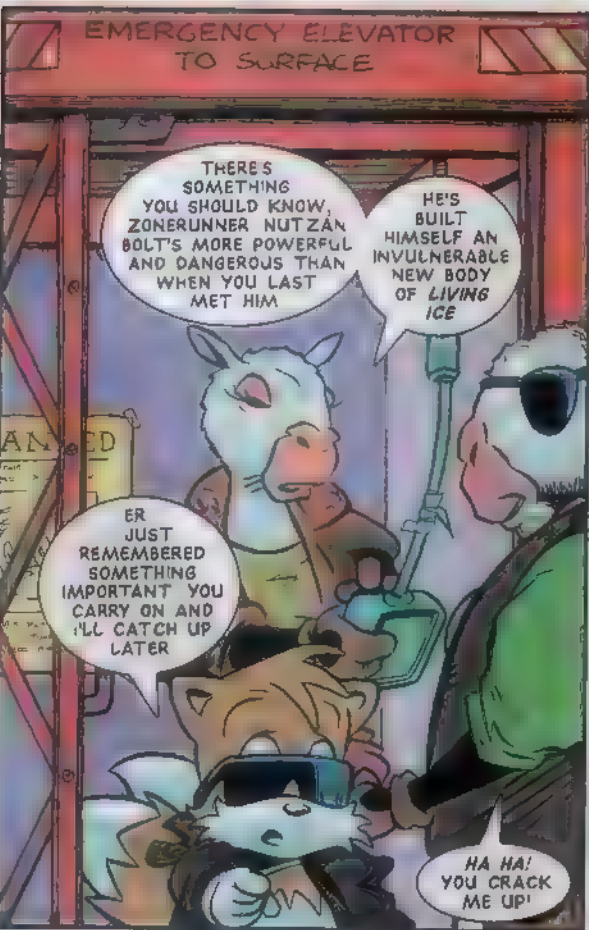


KERBOOM

AFTER THE EXPLOSION I SENT THE FLOATER DRONE TO GET ZONERUNNER WE SEALED THE SECRET TUNNEL AND LEFT



\*SEE LAST EPISODE - MEGADROID





THE THRONE ROOM, DEEP  
WITHIN THE ICE CASTLE.

SO, YOU'VE  
BETRAYED ME,  
SOL FURIC JUST  
LIKE A SHEEP TO  
FOLLOW THE FLOCK  
HEH HEH WHO'S  
THAT WITH  
YOU?

YOUR  
DOWNFALL  
NUTZAN  
SOL~

DO  
YOUR STUFF  
ZONERUNNER  
WE'LL COVER  
THE DOOR.

WHO'S  
THAT?  
CAN'T SEE  
ANYTHING  
WITH THESE  
ON

OH GOSH  
UM HELLO  
MR BOLT

YOU'RE HERE  
AT LAST, ZONERUNNER  
HEH HEH YOU DESTROYED MY  
LAST BODY BUT MY NEW  
LIVING ICE ONE IS INVINCIBLE  
HEH HEH.

SQUIRCH

ER  
COULDN'T  
WE TALK  
ABOUT  
THIS?

HAAAAA!

OH  
CRUMBS!

JUMP, JUMP  
AS HIGH AS YOU CAN,  
YOU CAN'T ESCAPE ME  
I'M LIVE ICE NUTZAN  
HEH HEH

BDDAM

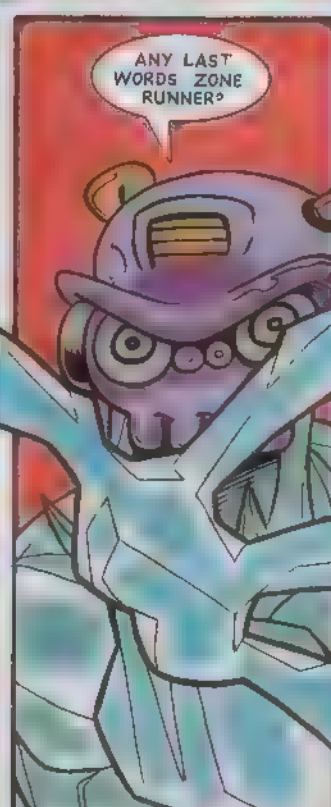
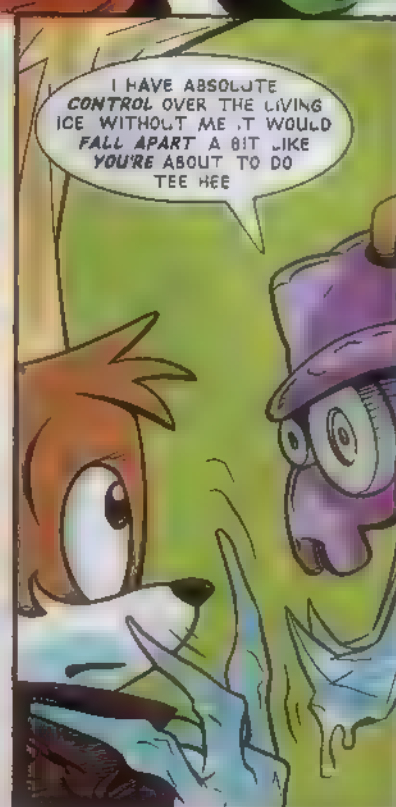
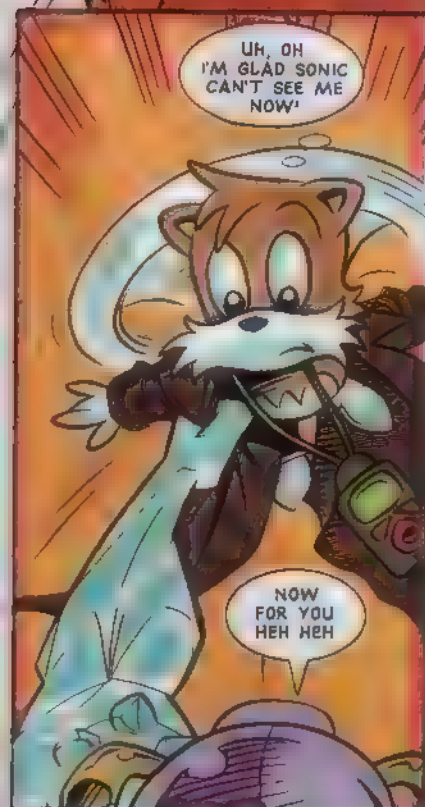
BDDAM

KZING

KZING

HEE HEE  
BULLET  
PROOF!



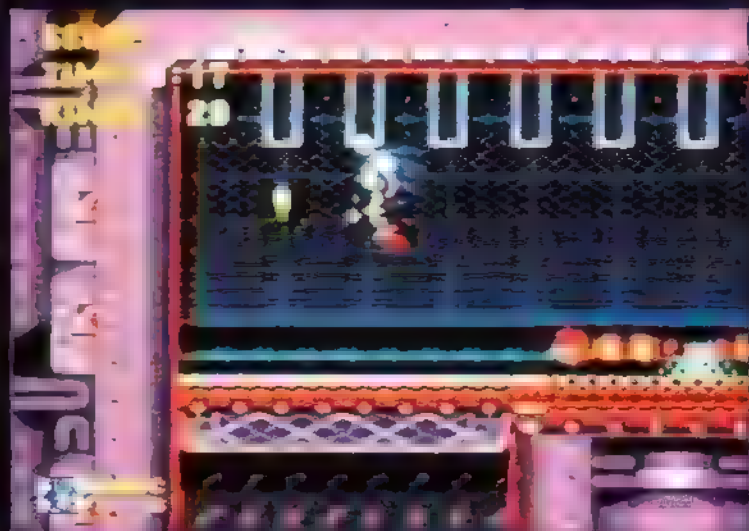


NEXT ISSUE: TAIL'S END?



# Q Zone

Q. I am still having trouble getting past the Flying Battery Zone. Please could you supply some cheats or tips to help me?  
- Ian Boddy, Easingwold, York.



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## SONIC & KNUCKLES Q & A SPECIAL

A. Your wish is my command, Ian. The Flying Battery Zone is not that difficult a level if you know what you're doing. Although this level was covered in depth in our Sonic & Knuckles Q Zone Special (STC 43 & 44), I can give you a few extra tips on getting past the difficult bits.

### FLYING BATTERY ZONE - ACT ONE

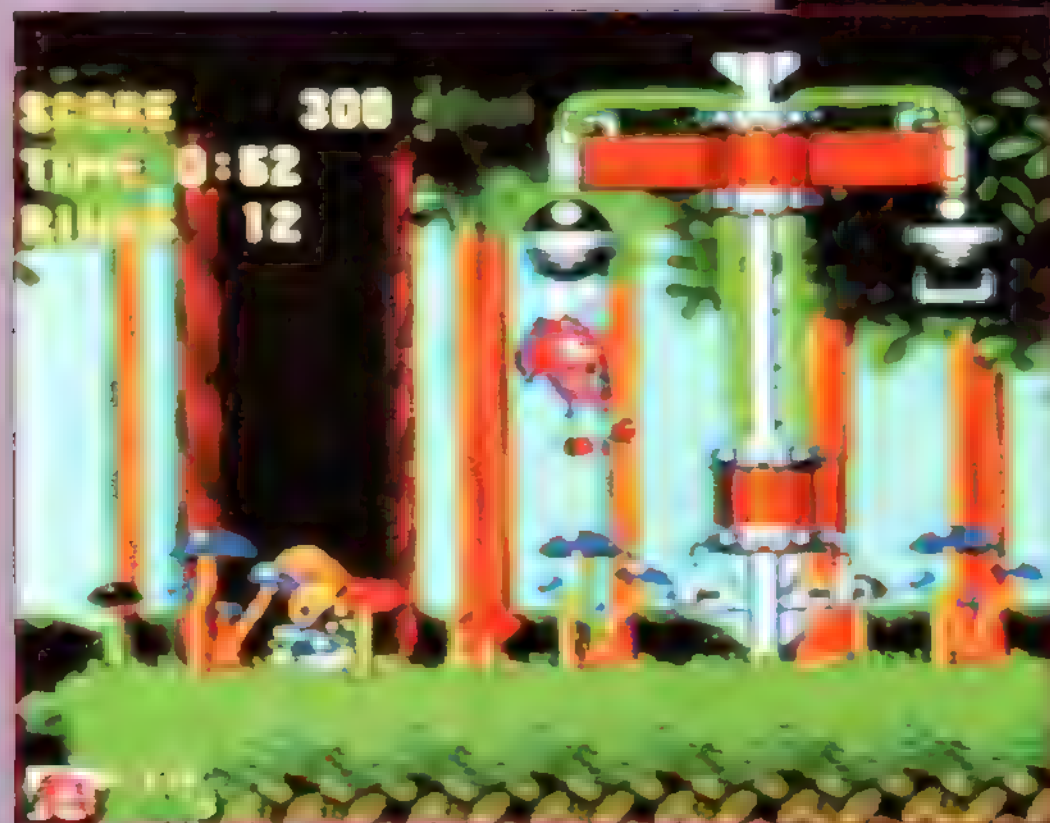
1. Once you get past the propeller section, you may become stuck. The idea is to go right, down, then left and jump over the Power Skis. Continue left and you'll be heading the right way.
2. When you reach a part which has parachuting bombs, you may find yourself stuck again. Just wait here until a hole appears in the ground and drop down to continue.

Q. I am well and truly stuck on Sonic & Knuckles. Please print a level select cheat as well as some Game Genie codes in your fab comic.

Terry Butler, Glam, South Wales,  
Liam Devine, Ayr, Scotland,  
Allison Hedley, Tyne & Wear,  
Matthew Leggett, Colchester,  
Matthew Thistlethwaite, Carnforth,

For every Boomer who has successfully completed Sonic and Knuckles, there are plenty more out there who haven't! So let's see you knuckle down to more games revelations courtesy of David Gibbon!

WILD DRIVE





Lancs, and everybody else!

A. We've had lots of requests for a level select cheat and Game Genie codes, but unfortunately not all have come to light. But don't worry Boomers, as soon as they do the Q Zone will keep you posted.

Q. In STC 44's *Sonic & Knuckles Special*, I noticed that you didn't explain how to get past the second boss in Act 2 of the Lava Reef Zone. Please save my sanity and tell me how this is done!

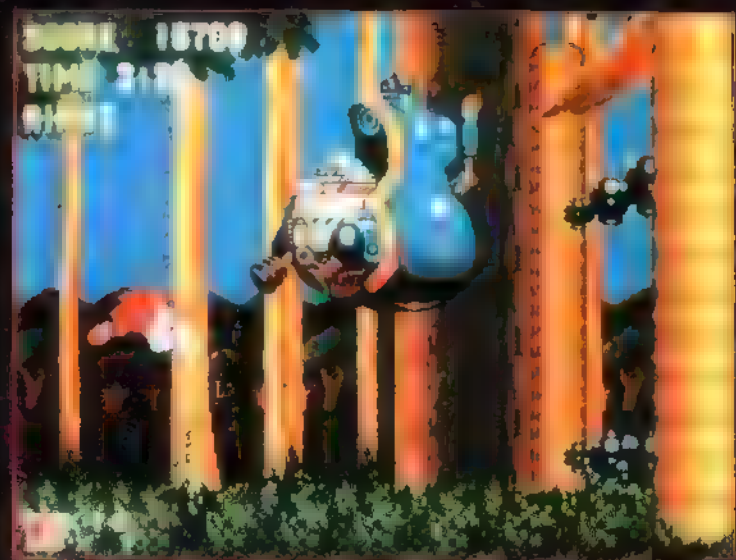
Ben Duncan, Wickford, Essex, Daniel Thorpe, Norwich, Norfolk, and Shane Dowle, Herne Bay, Kent.

A. Oops-a-daisy! Many apologies, Boomers. I'll put your minds at ease right now with the solution to this boss-beating problem!

### LAVA REEF BOSS - ACT TWO

When you reach the boss, jump across the lava and onto the right platform. Keep running right until you reach the lava waterfall as many of the platforms will collapse if you stand still for too long. Once there, jump onto the first moving platform and repeat this until you reach the third. Now, jump right and you'll fall down and land on a dead platform. From here, head left jumping onto more non-moving platforms. When you reach the last, jump left onto a moving platform. This will carry you down to the bottom of the waterfall, where Robotnik will enter and the real battle begins!

As soon as the platform starts to move into Robotnik, jump from platform-to-platform. Do this slowly and accurately and you'll have no worries about landing in the lava or being hit by one of Robotnik's bombs. When the land levels out, stand on the platform closest to Robotnik and repeat all the aforementioned steps. By doing this you'll eventually destroy him - for the time being at least!



Q. After reading the instruction manual to *Sonic & Knuckles*, I noticed that it mentioned an extra level called the Doomsday Zone. Why was it not shown in the Q Zone special?

Jack Montgomery, Edinburgh, Scotland.

A. There is a Doomsday Zone in *Sonic & Knuckles* Jack, but it's extremely difficult to get to. Firstly, you need to plug *Sonic 3* into *S & K*. Then you need to complete *Sonic 3* with all the emeralds, and thirdly get through *S & K* (with all the emeralds) to finally reach the Doomsday Zone. A very tall order indeed!

If there are any super-Sonic-genius-type Boomers out there who have reached the Doomsday Zone then please write in (with proof, of course!) as we would really like to see your dazzling efforts!

Q. I read the review of *Sonic & Knuckles* and you said that there is no save game option. However, I have found a way of doing this:-

First, place *Sonic 3* into *S & K*, complete the game and you'll start to play *S & K*. You'll get the opportunity to use a save game option. Shows how much the experts know!

Adam Robinson, c/o Sgts Mess, R.A.F. Laarbruch.

A. All right, clever clogs! You may have found a way of saving your position in the game, but what I say still stands. There is no save option in *S & K*.

If your query hasn't been included in this issue, don't worry, I'm sure there'll be more *S & K* in a future Q & A. Stay tuned!



Script & Art  
HIGGS KITCHING  
THE DINO  
ELITE PELL

# CAPTAIN Plunder & THE SKY PIRATES!



CAPTAIN PLUNDER AND SIMPSON HAVE FOUND GLITCH'S TUNNEL AND ARE TRYING TO ESCAPE FROM HIGHVIEW PRISON

MMMPH!  
I THINK I'M  
STUCK!

C'MON  
CAPTAIN, YOU CAN  
MAKE IT!

MEANWHILE, AT THE OTHER  
END OF THE TUNNEL.

COME ON  
ME HEART EG, WE'VE  
GOT TO RESCUE THE  
CAPTAIN!



THIS IS  
THE OLD SEWER SYSTEM  
ALL WE HAVE TO DO IS FIND  
THE RIGHT TUNNEL AND  
WE'RE OUT

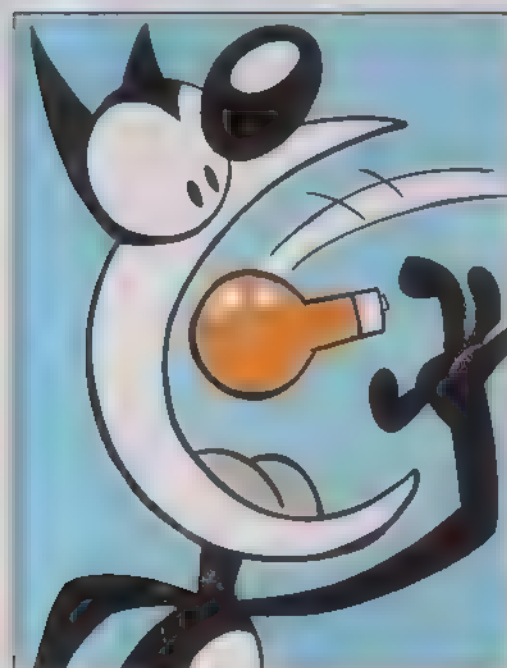
HOW DO  
WE DO THAT? IT'S  
AS BLACK AS PITCH  
N'ERE, CAT

I HAVE  
AN IDEA

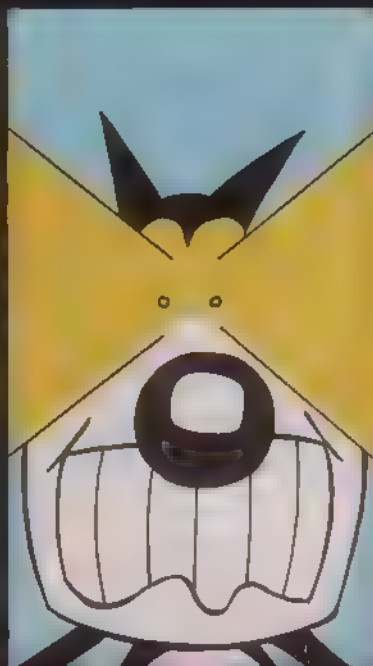
AK!

I HATE IT  
WHEN EE DOES  
THNGS LIKE  
THAT!

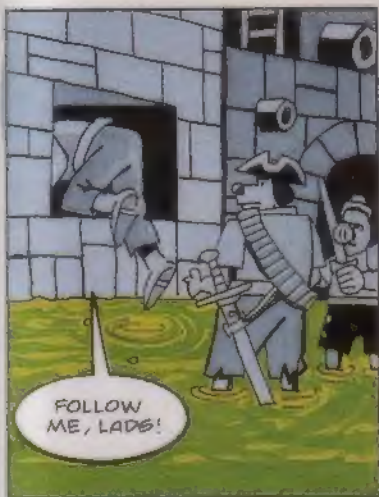




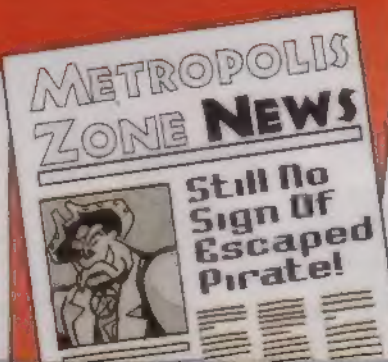
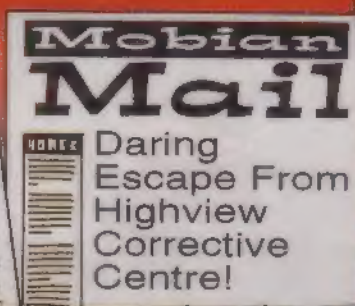




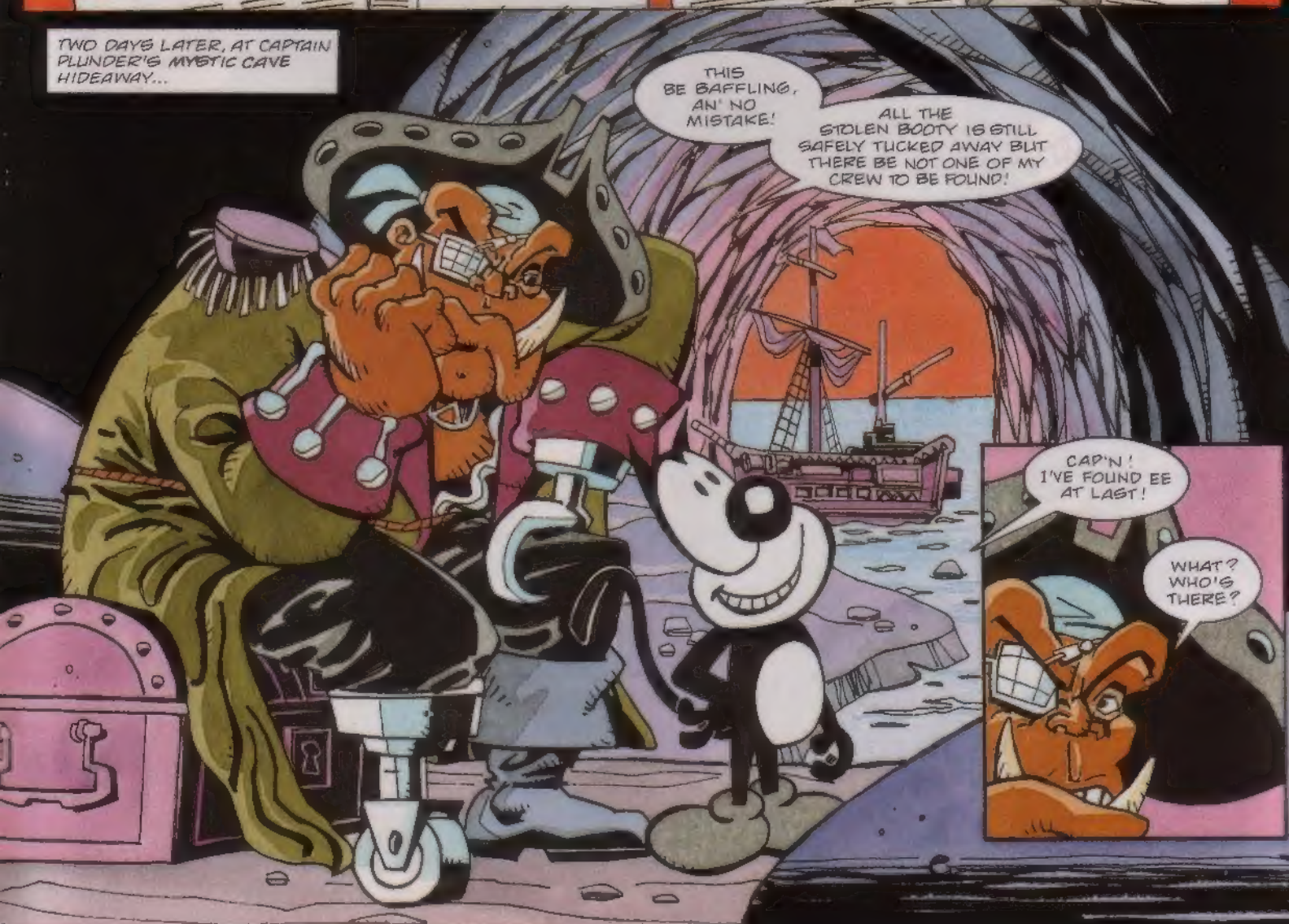




CAPTAIN PLUNDER'S DARING ESCAPE IS THE BIG STORY THE NEXT DAY...



TWO DAYS LATER, AT CAPTAIN PLUNDER'S MYSTIC CAVE HIDEAWAY...









# SPEEDLINES



Sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.



## Drew a Blank!

Dear STC,

During my holiday in England I noticed that the Sega Activator is not available for sale; it's a circle that you stand in and any movements made are mimicked by a player on screen. However, one thing I took back with me to America which impressed all my pals was a copy of Sonic The Comic. Drew Aldridge, Lexington Park, Maryland, U.S.A.

Sonic Water Fun Game Winner.



Yes, I too find it frustrating living in a backward backwater but, as you say, at least it's

ahead of the times when it comes to a good jolly read!

Prizes to be despatched within approximately 28 days of publication. If you haven't received your prize after that time, please contact the Tomy Care Line direct on the number listed below.

## Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous Tomy Sonic The Hedgehog Water Fun Games can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging it's portable, it's fun and it's well!

The Sonic Water Fun Game is just part of a range of megaticious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.

Funky Droid!



Jamie Dickie, Renfrewshire, Scotland. MD owner.  
Sonic Water Fun Game Winner.

## Super Sonnet!

Dear Megadroid

I would like to thank you for the free Valentine's card on STC 45. I gave it to a girl in my class called Sammy who liked it so much she agreed to go out with me. I couldn't have done it without you!

Anthony Mark Foran, Enfield, Middlesex. MD owner.

Sonic Water Fun Game Winner.



Who needs Megacilla when you can have lorra, lorra dates with STC!



Simon Hilliard, Hythe, Southampton.  
Sonic Water Fun Game Winner.

## Jollie Ollie!

Dear Megadroid,

The Datastrip at the back of each issue is stupid! STC collectors like me, are unlikely to cut their issues up, so why don't you have a pull-out section in the middle of the comic?

Oliver Birley, Exeter, Devon.  
MD/MS owner.

Sonic Water Fun Game Winner.

Some avid STC collectors take a photocopy of each Datastrip, fill in the details and then send it in. Problem solved, Ollie.





WHAT'S 51 AND STILL  
COVERED IN TATTOOS?

STC'S NEXT ISSUE ...

**MORE FREE GIFTS!**

PLUS!

**TAILS!**  
**THE TAIL-END!**



**NEW  
SERIES**

**SONIC'S WORLD!**  
BROTHERLY LOATHE!

**PIN-UP**

**SHINOBI!**

**SONIC!**  
DISASTER STRIKES!

**SHINOBI!**  
BATTLING ON!

**EARTHWORM  
JIM!**  
Q ZONE SPECIAL!

**STC 51 - IT'LL LEAVE ITS MARK!**  
**ON SALE SATURDAY, 29TH APRIL 1995**  
**£1.15**

## DATA STRIP

Fill in & send to:  
**Sonic The Comic,**  
25/31 Tavistock Place,  
London WC1H 9SU

### WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

### HOT-SHOTS ONLY!

Enter your high score or  
achievement here!

GAME.....

SCORE/ACHIEVEMENT.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

### GAME INTO STRIP

What SEGA game would you like to  
see as a STC strip in the future?

I THINK.....

.....

would make a great comic  
strip in STC

### MEGA HITS THIS ISSUE!

List your three favourite stories  
in this issue in order of  
preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 50  
OF **STC?**

%

